P⊛RTAL
USPTO

Search: ⦿ The ACM Digital Library   ○ The Guide

shock graph   **SEARCH**

THE ACM DIGITAL LIBRARY

Feedback Report a problem Satisfaction survey

Terms used **shock graph**   Found **34,236** of **166,953**

Sort results by   [relevance ▽]   ❤ Save results to a Binder   Try an Advanced Search
Display results   [expanded form ▽]   ? Search Tips   Try this search in The ACM Guide
                                           ☐ Open results in a new window

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next
Best 200 shown   Relevance scale ☐▭▬◼◼

1 Shape matching using edit-distance: an implementation   ◼
Philip N. Klein, Thomas B. Sebastian, Benjamin B. Kimia
January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics

Full text available: 📄 pdf(801.58 KB)   Additional Information: full citation, abstract, references, citings, index terms

> We report on our experience with the implementation of an algorithm for comparing shapes by computing the edit-distance between their medial axes. A shape-comparison method that is robust to various visual transformations has several applications in computer vision, including organizing and querying an image database, and object recognition.
>
> There are two components to research on this problem, mathematical formulation of the shape-comparison problem and the computational solution met ...

2 A tree-edit-distance algorithm for comparing simple, closed shapes   ◼
Philip Klein, Srikanta Tirthapura, Daniel Sharvit, Ben Kimia
February 2000 **Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics
Full text available: 📄 pdf(817.16 KB)   Additional Information: full citation, references, citings, index terms

3 Nonconvex rigid bodies with stacking   ◼
Eran Guendelman, Robert Bridson, Ronald Fedkiw
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(5.19 MB)   Additional Information: full citation, abstract, references, citings, index terms

> We consider the simulation of nonconvex rigid bodies focusing on interactions such as collision, contact, friction (kinetic, static, rolling and spinning) and stacking. We advocate representing the geometry with both a triangulated surface and a signed distance function defined on a grid, and this dual representation is shown to have many advantages. We propose a novel approach to time integration merging it with the collision and contact processing algorithms in a fashion that obviates the need ...
>
> **Keywords:** collision, contact, friction, nonconvex, rigid bodies

IEEE Xplore ®
RELEASE 2.1

Welcome United States Patent and Trademark Office

:□:Search Results

BROWSE **SEARCH** **IEEE XPLORE GUIDE** **SUPPORT**

Results for "((shock graph)<in>metadata)"
Your search matched **8** of **1263585** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

☑ e-mail 📧 printer frien

» Search Options

View Session History

New Search

Modify Search

| ((shock graph)<in>metadata) | ≫ |

☐ Check to search only within this results set

Display Format: ⦿ Citation ○ Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Select Article Information

☐ **1. Recognition of shapes by editing their shock graphs**
Sebastian, T.B.; Klein, P.N.; Kimia, B.B.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 26, Issue 5, May 2004 Page(s):550 - 571
Digital Object Identifier 10.1109/TPAMI.2004.1273924

AbstractPlus | References | Full Text: PDF(4855 KB) IEEE JNL

☐ **2. View-based 3-D object recognition using shock graphs**
Macrini, D.; Shokoufandeh, A.; Dickinson, S.; Siddiqi, K.; Zucker, S.;
Pattern Recognition, 2002. Proceedings. 16th International Conference on
Volume 3, 11-15 Aug. 2002 Page(s):24 - 28 vol.3
Digital Object Identifier 10.1109/ICPR.2002.1047786

AbstractPlus | Full Text: PDF(385 KB) IEEE CNF

☐ **3. Recognition of shapes by editing shock graphs**
Computer Vision, 2001. ICCV 2001. Proceedings. Eighth IEEE International Conference on
Volume 1, 7-14 July 2001 Page(s):755 - 762 vol.1
Digital Object Identifier 10.1109/ICCV.2001.937602

AbstractPlus | Full Text: PDF(684 KB) . IEEE CNF

☐ **4. Shock graphs and shape matching**
Siddiqi, K.; Shokoufandeh, A.; Dickenson, S.J.; Zucker, S.W.;
Computer. Vision, 1998. Sixth International Conference on
4-7 Jan. 1998 Page(s):222 - 229
Digital Object Identifier 10.1109/ICCV.1998.710722

AbstractPlus | Full Text: PDF(748 KB) IEEE CNF

☐ **5. On the intrinsic reconstruction of shape from its symmetries**
Giblin, P.J.; Kimia, B.B.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 25, Issue 7, July 2003 Page(s):895 - 911
Digital Object Identifier 10.1109/TPAMI.2003.1206518

AbstractPlus | References | Full Text: PDF(2967 KB) IEEE JNL

☐ **6. An eigenspace projection clustering method for inexact graph matching**
Caelli, T.; Kosinov, S.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 26, Issue 4, April 2004 Page(s):515 - 519
Digital Object Identifier 10.1109/TPAMI.2004.1265866

AbstractPlus | References | Full Text: PDF(562 KB) IEEE JNL